

APPENDIX J

ORIENTEERING

1. **Task.** As members of a team, divided into 2- or 3-man buddy teams, navigate dismounted from one point on the ground to another point using Team Score Orienteering procedures.
2. **Conditions.** At a fixed site with designated points, under existing weather conditions, during daylight, in no less than 2-man buddy teams, given a topographic map, and a punch card; prescribed uniform: B with soft cap vice kevlar helmet.
3. **Standards.** Teams will move on foot to 40 designated locations within 90 minutes. Each buddy team will earn points for the team's total score by locating the marked designated points. Points for a specific location will only be awarded for the first buddy team reporting the location in each team. Scores will be recorded on CC Form 206-R.
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide and OICs may add to it, as appropriate, to accommodate unique environmental requirements at their site.

The Orienteering OIC says:

“Let me have your attention. At this station you will be required to navigate from one point to another using a topographic map. Each team will have 90 minutes to identify 40 designated points. You may divide your team into buddy teams of two or more cadets. Each buddy team will receive an orienteering map and a punch card. At the start line, the official timer will check your punch cards to ensure your battalion's name and start time are recorded. The timer will point out the route to the Master Map Area and will release you on the command “Go.” You will run to the Master Map. At the Master Map area you may divide the points among your buddy teams. The location and point value of the 40 designated points are indicated on the Master Map.

Transfer the designated points shown on the Master Map to your orienteering maps and set out on the course. Use your time wisely. Time spent at the Master Map Area is part of your overall time. Once on the course, locate as many points as possible. The points are numbered and have an orienteering punch attached. Do not alter the control markers on the course in any way. To receive credit for finding a point you

must punch your card with the orienteering punch and record the number at that point. Time will stop when the buddy team crosses the finish time. If you exceed the 90 minute time limit, you will be penalized five points for each minute or fraction thereof over 90 minutes, up to a maximum of 10 minutes, after which your buddy team will receive no points. Penalties levied against one buddy team will not be applied to other buddy teams. When all buddy teams have returned, the team score will be determined. The team with the most total points wins the event. In the event of a tie, the team with the lowest cumulative time will be the winner. Are there any questions?"

At the start line, the official timer checks the score card, records start time, pauses, and says:

"GO."

Start timing. Stop timing when the last buddy team from each battalion crosses the finish line.

5. Notes.

- a. Nine cadets will compete in this event. Should a cadet become injured, only eight cadets need compete.
- b. Each buddy team must have at least two cadets.
- c. Cadets will run at least 50 meters uphill from the start line to the Master Map, if terrain permits.
- d. Orienteering punches will be used.
- e. Each of the 40 designated points will have an assigned "point value," based upon the difficulty of its location in the orienteering course. These "point values" will be annotated on the Master Map.
- f. Give safety briefing.

6. Scoring.

- a. Score the orienteering event as follows:
 1. Assign a “point value” to each of the 40 designated points based on the difficulty of its location, for a total and maximum of 400 points. Annotate these “point values” on the Master Map.
 2. Assess 5 penalty points for each minute or fraction of a minute over 90 minutes, up to a maximum of 10 minutes.
 3. Buddy teams returning after 100 minutes receive zero points.
 4. Disqualify a team if a team member is found without his/her buddy.
- b. Team points minus penalty points determines the overall team score.